



Goals

Passionate about photography and in-engine capture since 2019, I now want to take that passion professional. As a **Game Capture Artist**, I would bring the technical knowledge I built as a game designer (cinematic cameras, photomode, internal video production) to a studio by producing the promotional stills, store assets and showcase shots a game deserves.

Contact

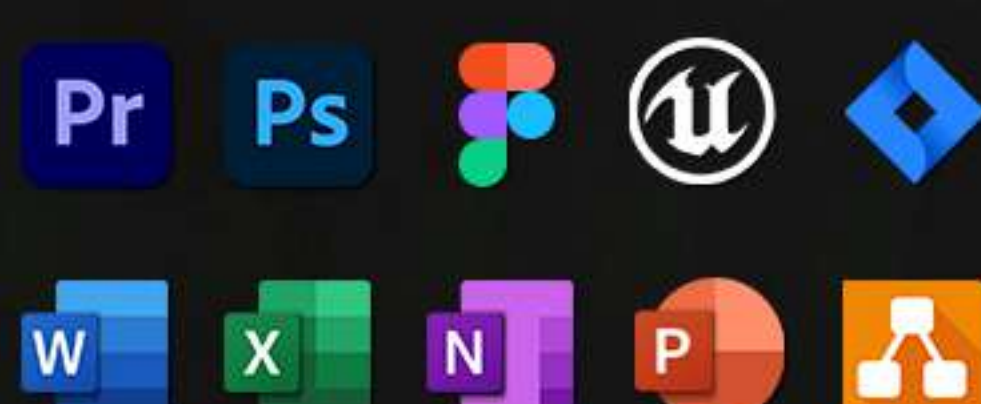
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Education

BTS in Computer Science
Institut Limayrac - Toulouse
[2019 - 2021]

High School Diploma
in Computer Science
St Jean-Baptiste de Lasalle - Avignon
[2018 - 2019]

Software



Languages

- French: 5 stars
- English: 4 stars
- Spanish: 3 stars
- Japanese: 2 stars

Mathieu ARMAND

Game Capture Artist



- Professional Experiences

Active Gaming Media

AA Game [jun.2026 to aug.2026]

- English Localization QA Tester [Junior] :
Testing the localization of the game, from dialogue to user interface, to guarantee linguistic accuracy and cultural appropriateness.

Virtuos Games

Cyberpunk 2077 - Patch 2.2 & 2.3 [jun.2024 to nov.2025]

Awarded Best RPG Photomode by the Photomode Awards 2024 & 2025

- Game Designer [jun.2024 to nov.2025] :
Designed innovative and engaging Photomode features, character customization and automated Cinematic Cameras for player's exploration in vehicles around the open world. Implementation in a custom engine and in code.
Gained strong adaptability and technical design skills.

The Elder Scrolls IV : Oblivion Remastered [mar.2022 to jun.2024]

Awarded Best Remake/Remaster by the Golden Joystick Awards 2025

- Game Designer [Junior][jun.2023 to jun.2024] :
Conceptualizing and Documenting 3Cs, UX/UI and Combat.
Remaking and fine-tuning horse movement to ensure smooth and engaging 3Cs.
Versatile Missions:
 - Internal Hype Trailers
 - Showcase of new features & assets
- QA Developer [Junior][mar.2022 to jun.2023] :
My responsibilities included conducting regression and testing on Xbox and PC while collaborating closely with developers to communicate issues effectively.

Localsoft

Tiny Tina's Wonderland [nov.2021 to dec.2021]

- French Localization QA Tester [Junior] :
Testing the localization of the game, from dialogue to user interface, to guarantee linguistic accuracy and cultural appropriateness.



- Personal Experiences

Video Game Photography

Self-taught, I've explored many formats through in-game photo modes. From capturing portraits to landscapes and car shots. My ongoing challenge is learning and experimenting with diversified formats. This personal endeavor is not only a passion but also sharpens my skills in composition, lighting, and visual storytelling.

★ Global Game Jams - 48hrs to make a game

Participated in the 2023 and 2024 Global Game Jams, as a Game Designer and Sound Designer. In a team of 5, we had 48 hours to make a game under a given theme (more details on itch.io) :

- Chained McKain: 2D Beat Them Up (Theme : Roots)
- Jester McKlown: 3D FPS Horror (Theme : Make Me Laugh)



- Passions



Photo & Video



Video games



Music



Computer Science